Peril – Teaser

This is an alpha playtest document for the *Peril* roleplaying game, whose primary purpose is creating a combat system that flows more like a cinematic action scene. I was inspired by the public playtest of Paizo's *Pathfinder 2* and FFG's *Legend of the Five Rings* RPGs, and the video game combat systems of *God of War* and *Horizon: Zero Dawn*.

This playtest's goal is to explore ways to give combat drama while minimizing the cognitive load of using the rules. Mechanics should be clearly associated with visceral narrative description. Characters and their foes should be encouraged to switch tactics and even switch weapons.

Herein I present four sample PCs, all 1st level characters, and four sample monsters. I invite you to test them out with a few quick combats and let me know if you like the feel of the rules.

Quick Overview

The four sample characters are an alchemist, a barbarian, a fighter, and a kineticist. I avoided spellcasters because I want to see people's response before I work on creating a vast diversity of spells.

The four sample monsters are a wyrmling green dragon, a hydra, a troll, and a pack of wolves. This provides a skirmisher, a controller, a brute, and a rival team. Also, I want to make sure delimbing works.

Version Synopsis

The six key rule elements that distinguish *Peril* are:

- **Action Economy.** Characters can take two **actions** per turn. Also, they can **move** their speed divided as they wish before, between, and after these actions. They can take one **reaction** between turns. Some attack techniques, and most spells, require both your actions.
- **Success Tiers.** Instead of binary pass/fail, this game uses four tiers: critical success, success, failure, critical failure. A few times each battle, a character can upgrade or downgrade rolls one step.
- **Defenses.** Characters have four defenses – Fortitude, Maneuver, Reflex, and Will. Attacks use the target's appropriate defense as the DC. Armor provides damage reduction.
- **Saves.** Characters have a small collection of **saves**, which are once-per-combat abilities that downgrade an attack and grant the defender some advantage. It's up to a player when to use their character's saves, which can turn the tide of battle.
- **Poises.** Poises are a suite of six actions that telegraph your intention for the next round. They provide strong value, and they punish foes who keep using the same tactics every turn.
- **Criticals.** Critical hits don't inflict extra damage, but rather temporary negative conditions.

Basic Rules

Like other D20-based games, you resolve most actions by rolling 1d20 plus your bonus against a Difficulty Class (DC) target number. When you roll dice for an attack, save, or skill check, in addition to the normal binary success and failure, you can also achieve a critical success if you beat the DC by 10, or suffer a critical failure if you fail by 10. A natural 20 is an automatic success, but not an automatic critical success; likewise a natural 1 is an automatic failure, but not an automatic critical failure.

For example, if the DC is 15, 25 or higher is a critical success, 15 to 24 is a success, 5 to 14 is a failure, and 4 or less is a critical failure.

Critical Successes and Failures

A critical success on a weapon attack imposes negative conditions on your foe like bleeding or being dazed. A critical success on a spell might defeat a foe even if they still have plenty of hit points.

A critical *failure* on a weapon attack lets the target of your attack make a combat maneuver against you as a reaction. If you were making a ranged attack usually the target isn't within reach to respond, but the Misdirect maneuver could cause your attack to hit one of your allies. The critical failure effects of spells vary, but typically do nothing or even bolster the target against further attacks of the same type.

For skill checks out of combat, assume characters Take 10 on mundane tasks. Rolling skill checks is usually reserved for actions with dramatic consequences, or to determine how well you do over a long period of time. A critical success on a Persuade check could form an ongoing rapport with a character, while critical success on a captain's Seafaring check could ensure a storm's attacks against the crew are all downgraded.

A critical *failure* on a skill check creates a complication. The person you want to persuade decides to sabotage you, or you lead your ship into a nasty wave, which upgrades the storm's attack against your crew.

Upgrading and Downgrading

A common mechanic in *Peril* is to upgrade or downgrade a roll. This moves the success tier up one step – from critical failure, to failure, to success, to critical success – or down one step in the other direction.

Good or bad circumstances might provide a +2 or -2 penalty to a roll.

In comparison, effects that upgrade or downgrade rolls are more dramatically significant, the sorts of thing that should feel like a Big Deal™.

For example, if you're in the narrow area and an enemy tries to swing a large weapon at you, the enemy takes a -2 penalty on their attack roll. If you use the Bind poise to downgrade one of that enemy's attacks, they will still that -2 penalty, in addition to the downgrade.

Stacking

Normally, a single die roll cannot be upgraded or downgraded each more than once. You cannot, for instance, use the Evade poise to downgrade a ranged attack and then deplete one of your saves to downgrade it another step.

Hit Points

Creatures have **hit points (HP)**, which represent their ability to turn a successful attack into just a nonlethal hit. Attacks that hit deal damage, which reduces the target's HP. When a creature's HP reaches 0 it falls unconscious.

Critical hits inflict conditions or wounds which make it harder to keep fighting. Usually a critical hit won't kill a creature unless the attack also drops the creature to 0 HP.

See **Damage and Dying** (page xx) for details.

Defenses and Saves

Attackers roll to hit the target's **Fortitude**, **Maneuver**, **Reflex**, or **Will** Defense. Poisons, diseases, transmutations, and intense environments target Fortitude. Attempts to trip, disarm, shove, or grapple target Maneuver. Weapon attacks and damaging areas target Reflex. Illusions, charms, compulsions, and verbal combat target Will.

Defenses start at 10, add one associated ability score modifier, and then add +2 if you are 'trained' in that defense. Add your Constitution modifier for Fortitude defense, Wisdom for Maneuver, Dexterity for Reflex, and Charisma for Will.

Armor provides **Damage Reduction** against natural and manufactured weapon attacks and inanimate objects, and some items can provide energy resistance to some or all types of non-weapon damage.

Creatures usually have some limited ability to defend against attacks, in the form of **Saves**. Each save lets you downgrade an attack of a particular type, and then gain some small advantage to help you turn the tide of combat. Once you deplete a save, you can ready it again by spending ten minutes resting.

First level characters can have three saves ready at a time, even if you know four or more. Higher level characters can ready more, up to seven at tenth level. Additionally, non-human races provide one narrow flavorful save that doesn't count against this limit, and if you are trained in the armor you're wearing, you gain access to its **aegis**, which functions like a save, except you must take time to physically repair damage in order to use it again.

All the saves possessed by characters in this playtest document are explained on page xx. Each save has an associated skill, which determines whether you can identify it using the Assess action (see below).

Resolve

Resolve is an intrinsic reservoir of grit, luck, and power often tied to your class. Your pool of **Resolve Points** (RP) allows you to carry on even when everything seems lost. You have RP equal to three plus half your level. If you rest for ten minutes, you can spend 1 RP to regain all your HP. Magical healing is unnecessary for normal adventuring, though it does help overcome critical wounds.

Actions in Combat

On your turn you can take two **actions**. Most things just cost one action, though some require two actions. You can also **move** your speed, divided as you choose before, during, and after your actions. You can take one **reaction** between turns. Many things don't require an action, like switching grip on a weapon or opening a door.

Any character can use any of the following actions.

- Strike (including Basic Attack and Great Strike)
- Maneuver (including Disarm, Grapple, Misdirect, Move, Sunder, and Trip)
- Poise (including Assess, Bind, Commit, Defend, Evade, and Focus)
- Raise a Shield
- Escape
- Take Aim

Attacks

Strikes and Maneuvers require an attack roll of d20 plus your attack bonus against one of the target's defenses. Immobile objects (including a 5-foot space on the ground) usually have Reflex defense 5.

Your attack bonus uses Strength for melee attacks and Dexterity for ranged attacks. If you are trained in the weapon you're using, you add +2. The target must be within range of your weapon. Most maneuvers are performed with unarmed strikes, but some weapons can be used for certain maneuvers.

Weapon damage is a die roll plus your level. Then add your Strength modifier for melee and thrown weapons, or add your Dexterity modifier for projectile weapons.

Ranged attacks have a range increment, and you take a -2 penalty to your attack for each increment beyond the first, to a maximum of -8 at five increments.

Basic Attack (Strike)

Make a melee or ranged attack against the target's Reflex defense.

Critical Success: You deal weapon damage and inflict a critical hit. (See page xx.)
Success: You deal weapon damage.
Failure: No effect.
Critical Failure: The target can make a maneuver against you.

Great Strike (Strike)

If wielding a weapon with the Great trait, spend two actions to make a melee attack against the target's Reflex defense. This functions the same as a Basic Attack, except you double any weapon damage you deal. Roll all dice twice and add all bonuses twice.

Debilitate (Maneuver)

You attempt to inflict one of the following conditions: burning, dazzled, deafened, entangled, or sickened. You must be able to explain a tactic that could cause such a condition. Make an attack against the target's Maneuver defense.

Critical Success: As a success. Additionally, if you chose burning you inflict a critical hit that deals a serious wound. If you chose dazzled, the target is blinded instead of dazzled, and once it is no longer blinded it remains dazzled for another minute. If you chose deafened or sickened you inflict a critical hit that makes the target dazed. If you chose entangled, you can also grapple, move, or trip the target as if you had succeeded that maneuver.

Success: The target gains the chosen condition. Burning lasts until the creature puts out the fire. Entangled lasts until the creature escapes. Dazzled, deafened, and sickened last for one minute or

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Missed Ranged Attacks

Sometimes it matters where a missed ranged attack lands, such as for a thrown splash weapon. The GM can adjudicate what makes the most narrative sense. Alternately, for thrown weapons, determine a random direction (roll 1d8, with 1 straight ahead, 3 to the right, 5 straight back, etc.), and the attack lands 5 ft. away in that direction for each ranged increment of the attack.

For projectile weapons, consider other creatures and objects that are along the projectile's path or 5 ft. in either direction. Pick one at random and repeat the attack roll against it, with a -5 penalty. If that attack also fails, just assume the weapon continues to its maximum range.

Weapon Traits and Multiple Attacks

Normally you can only attack with a given weapon once per turn. Weapon traits can modify this. If you make two attacks (with the same weapon or with two different ones), each attack after the first takes a -5 penalty.

For example, rapiers have the **agile** trait, flails have the **backswing** trait, great swords have the **great** trait, and scimitars have the **sweep** trait.

- **Agile.** You can make two attacks per turn with this weapon, but both attacks must be against the same target, and you take a -5 penalty with the second.
- **Backswing.** You can make two attacks per turn with this weapon, but only if your first attack with this weapon misses. The second attack can be at the same or a different target. (Backswing does not impose a -5 penalty to the second attack, unlike Agile or Sweep.)
- **Great.** You can use the Great Strike attack, spending two actions to make a single attack roll against a target, dealing double damage.
- **Sweep.** You can make two attacks per turn with this weapon, but the attacks must be against different targets, and you take a -5 penalty with the second.

until the creature spends two actions to do something that would reasonably end the condition – rubbing eyes, unclogging ears, or retching up something nauseous.
Failure: No effect.
Critical Failure: The target can make a strike against you.

Disarm (Maneuver)
Choose a weapon a foe is wielding. Make an attack against the target's Maneuver defense.

Critical Success: You disarm the target of its weapon. You can grab it if you have a free hand, or can toss it so it lands in a space of your choice, up to three times your reach away. Picking it up counts as retrieving a stored item (which takes an action). Alternately, at the GM's discretion you can embed it in a surface that's within both your reach. Pulling it out requires a Strength check (DC 10).
Success: The target nearly loses control of its weapon. It downgrades all attacks it makes with that weapon until the start of your next turn, unless it first spends an action to regain control.
Failure: No effect.

Critical Failure: The target can make a strike against you.

Grapple (Maneuver)
Make an attack against the target's Maneuver defense.

Critical Success: You pin the creature. It is immobilized and restrained until the end of your next turn.
Success: You grab the creature. It is immobilized until the end of your next turn.
Failure: No effect.
Critical Failure: The target can make a strike against you.

A creature can stop being grabbed or pinned by using the Escape action against your Maneuver defense. It can use its Grapple combat maneuver attack roll in place of the normal Escape check.

If the target is more than one size category larger than you, if you would grab it instead you climb onto it, entering its space. If you score a critical success, you climb onto it and get into a blind spot, so the creature cannot attack you until the end of your next turn. In either case, when the creature moves you move with it, remaining in its space. Like above, it can use the Escape action, and if successful you lose your grip and fall into a space of its choice adjacent to it.

Brainstorming for High Level
We're considering ways to easily amp up the grandiosity of high-level combat. For example, if you have Master proficiency with a weapon, your reach extends by 5 ft., and if you have Legendary proficiency your reach extends by 15 ft. Likewise, ranged attacks have their range increment penalty reduced to -1 per increment for Master proficiency and no penalty for Legendary proficiency.

You could choose whatever flavor you prefer for this. Perhaps you lunge very effectively, or you sprint through combat, with your 'location' only a general reflection of where you tend to be. Perhaps you create shockwaves with your attacks, or have figured out how to throw your weapon so it instantly returns to your hand, like Captain America.

This would have the knock-on effect of making combat maneuvers look more epic without needing to scale up numbers as much. You could trip someone by stomping the ground so hard the rocks beneath them shatter. You can shove people huge distances. You can describe a round of attacking a dragon as you climbing aboard and stabbing it a few times before getting shaken off.

This is all just an idea. It might be crap in practice.

Misdirect (Maneuver)

One time before your next turn, when a non-area attack targets your Maneuver or Reflex defense, you may make an Acrobatics, Athletics, or Deception check against the attacker's Maneuver defense. (This does not count as an attack, but I put it in as a Maneuver so that you can use this in reaction when someone critically misses.)

Success: You can shift the attack's target to another target within range of your unarmed reach, which could be an inanimate object, another creature, or even just the ground. If you used this maneuver after the attacker critically failed an attack against you, they make a new attack roll against your chosen target.

Failure: No effect.

Move (Maneuver)

Choose whether to drag or push, then make an attack against the target's Maneuver defense.

Critical Success: As a success, and then you may knock the target prone.

Success: You either drag the target a distance no greater than your reach to a space within your reach, or you push the target in a straight line to a space no more distant than 5 feet beyond your reach.

Failure: No effect.

Critical Failure: The target can make a strike against you.

If you move the target into the space of another creature, make another combat maneuver check with a cumulative -5 penalty for each creature you're shoving beyond the first. Critical failures on these subsequent checks have no effect.

Sunder (Maneuver)

Choose an item worn or held by a creature. Make an attack against that creature's Maneuver defense.

Critical Success: You deal weapon damage to the object. If you overcome the object's hardness, it gains two dents.

Success: You deal weapon damage to the object. If you overcome the object's hardness, it gains a dent.

Failure: No effect.

Critical Failure: The target can make a strike against you.

Most objects become 'broken' if they have a dent. Broken weapons are treated as improvised weapons. Broken armor provides 2 less DR and cannot use its aegis. A second dent destroys most objects. Some objects are more resilient.

> **Improvised Weapons**
> Improvised weapons come in three sizes. Most deal bludgeoning damage. A mug would be light, a chair average, and a bronze bust big.
>
> **Light** (1d4 B). One hand, melee or thrown. Nonlethal, Range 10 ft.
>
> **Average** (1d6 B). One or two hands, melee. Nonlethal, Two-handed (Thrown 5 ft.)
>
> **Big** (1d8 B). Two hands, melee. Great or Reach.

Trip (Maneuver)

Make an attack against the target's Maneuver defense.

Critical Success: You knock the target prone and can move it a distance equal to your unarmed reach.

Success: You knock the target prone.

Failure: No effect.

Critical Failure: The target can make a strike against you.

Prone creatures are flat-footed against all attacks (the attacker gets +2 to their attack roll).

Poises

The six poise actions let you telegraph an action to get an advantage after your turn ends – either between turns or on your next turn.

Assess (Poise)

When you assess, you look for vulnerabilities in an opponent's fighting style. Choose one foe you can see. At the start of your next turn (even if you can no longer see that foe), you determine the nature of each save that foe has if you are proficient in the appropriate associated skill. During your next turn, if you make an attack that one of those saves could defend against, you can force that foe to use that save. (This can be used to draw out a save against a weak attack, making the foe vulnerable when you or an ally uses a more dangerous attack.)

Bind (Poise)

When you bind, you prepare to control an opponent's weapon so it cannot be used effectively. Choose a creature you're aware of. Until the end of your next turn, when that creature makes a strike while it is within your reach, you can choose to bind its weapon (natural or manufactured). Downgrade that attack, and any further attacks with that weapon until the start of your next turn.

Once you bind a weapon, the creature can attack with other weapons without being downgraded. You cannot bind combat maneuvers.

Commit (Poise)

When you commit, you take a moment to prepare an attack against a specific foe. Choose a weapon you're wielding and a creature you can see. Instead of a weapon, you may choose one single-target attack against Reflex defense you can use (e.g., *kinetic blast*). On your next turn, you can upgrade your first strike with that weapon against that target. Your target cannot use the Bind poise against that weapon, but other characters can.

Defend (Poise)

When you defend, you make a show of guarding the area around you. Until the end of your next turn, you can make an opportunity attack one time. This is a weapon strike you can make when an enemy that is in a space within your reach moves to a different space or takes an action that diverts their attention from defending themselves in melee. Such actions include casting a spell, making an attack against someone other than you, or retrieving a stored item.

Evade (Poise)

When you evade, you prepare to dodge non-melee attacks. Until the end of your next turn, you can dodge one time. When an enemy you're aware of makes a ranged attack or area attack against your Maneuver or Reflex defense, you can downgrade the attack roll.

Focus (Poise)

When you focus, you find a calm amid the chaos of battle. If you do not take any damage and no attack hits you for one round, at the start of your next turn you can restore one basic save (Basic Combat, Basic Fortitude, Basic Reflex, or Basic Will).

Additionally, you can stow an item and/or retrieve a stowed item as part of this action. If you have any style stances, you can switch to one.

Escape

Make a check to try to escape from being grabbed or pinned, or otherwise immobilized or restrained. Usually this is an unarmed attack roll or an Acrobatics or Athletics check against the Maneuver defense of the one who grabbed you. Or it might be a Thievery check against the Thievery check result of someone who tied you up. (Brainstorm: Should we just use this same mechanic for *hold person* effects? Maybe you make a Deception, Intimidiation, or Persuasion check to escape? Hmmm.)

Raise a Shield

If you're holding a shield, you spend an action to actively use it to defend yourself. This provides a +2 to Reflex defense. Additionally, once before your next turn you can choose to have a Reflex attack that would hit you, hit your shield instead. If the damage to the shield overcomes its hardness, it takes a dent. If the attack was a critical hit and it overcomes the shield's hardness, it deals two dents instead, and you do not suffer the effect of the critical hit.

Take Aim

Normally you can only make ranged attacks out to five range increments. If you're wielding a ranged weapon with the **projectile** trait (bows and crossbows, mostly), choose an area up to 30 feet across, as far away as ten range increments. Until you move or Take Aim again, you can make ranged attacks at targets in that area.

If you're wielding a melee weapon and you use Take Aim, choose a creature within your reach. If you critically hit it before the end of your turn and choose to Wound it, you can choose which body part to wound.

Movement

You can move your speed. Standing up takes half your movement or ten feet, whatever is more. You can spend an action to Hustle, which lets you move your speed again, or spend two actions to Run, which lets you move three times your speed, but it must be in a generally straight line.

Example Saves

The sample characters and monsters use the following saves. Each save has an associated skill. If you are trained in that skill, you can identify the save when you use the Assess poise.

When a save says 'defend against' a given attack, it means to downgrade that attack's attack roll against you.

Basic Saves

These saves are ubiquitous. One special thing about a basic save is that you can restore it with the Focus poise.

Basic Combat (Martial)
Deplete this save to defend against a Strike or Maneuver. You may take a Poise as a free action.

Basic Fortitude (Martial)
Deplete this save to defend against an attack against Fortitude. You heal HP equal to your level. If you have the bleeding condition, end that condition.

Basic Reflex (Martial)
Deplete this save to defend against an attack against Reflex. You can move half your speed.

Basic Will (Occult)
Deplete this save to defend against an attack against Will. Until the end of your next turn you can ignore the dazed condition and ignore light or serious wounds. (You can still suffer those conditions, but they do nothing to you for a short period of time.)

Class Saves

Each sample character gets a save from its class.

Equivalent Exchange (Alchemy, Alchemist)
Deplete this save to defend against a poison or alchemical item. Upgrade the next attack roll you make with a poison or alchemical item before the end of your next turn.

You Just Made Me Angry (Martial, Barbarian)
Deplete this save to defend against a Fortitude or Will attack. Increase your rage counter by 1 and upgrade your next attack roll before the end of your next turn.

Parry-Riposte (Martial, Fighter)
Deplete this save to defend against a strike or maneuver. If the attack misses, you can move up to 5 feet and make a basic attack against the attacker.

Move Like the Wind (Occultism, Kineticist)
When targeted by an attack, deplete this save to fly 10 feet. If this takes you out of range of an attack, the attack misses you. If you are still within range but have moved to cover or concealment, you gain the cover's benefit.

Armor Aegises

Armor provides a benefit similar to saves, called an **aegis** (pronounced EE-jiss). If you are wearing armor, you get damage reduction. If you are proficient in that armor, you gain its aegis.

When a strike would hit you, you can break your aegis to move your armor into the blow. This defends against the attack but damages the armor. The armor still provides its damage reduction, but restoring the aegis requires repairing the armor, which takes an hour or more of downtime, and the right equipment.

Light Armor (Armory)
Break this aegis to defend against a critical hit with a strike, then fall prone.

Medium Armor (Armory)
Break this aegis to defend against a hit or critical hit with a strike, then fall prone.

Heavy Armor (Armory)
Break this aegis to defend against a hit or critical hit with a strike.

Shield (Armory)
If you have taken the Raise Shield action (which grants you a bonus to your Reflex defense), you can break this aegis to defend against a hit or critical hit with a Strike, or any attack against Reflex.
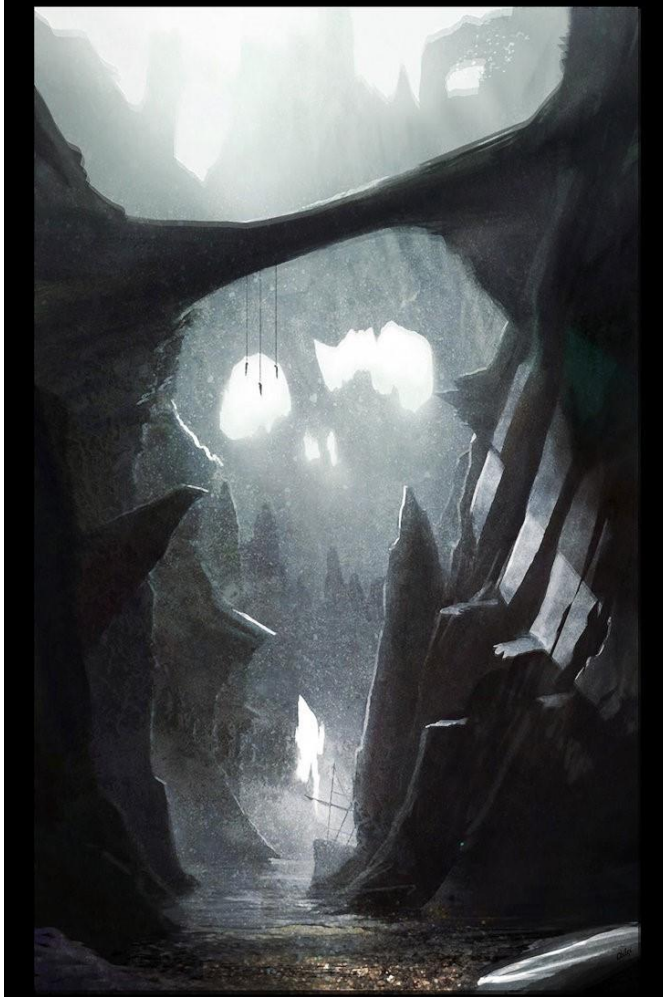
Race Saves

Nonhuman races get minor saves. These don't count against the limit of three active saves at a time.

Innate Finesse (Nature, Elf)
Deplete this save to defend against an attack that is a critical success.

Take a Licking (Martial, Goblin)
Deplete this save to defend against an ingested poison or a fire attack.

Damage and Dying

When a creature is reduced to 0 HP, it can spend a point of Resolve to stay at 1 HP, fall prone, and become staggered. Otherwise it falls prone and is unconscious.

Staggered

A staggered creature is flat-footed and can take no actions. It can still move, but at half speed. If it heals any HP damage, the staggered condition ends. (If it is healed on its turn, it is staggered until the end of its turn.)

Usually it is safer to simply stay down, rather than keep fighting and become a target.

Unconscious

An unconscious creature unless otherwise noted is not in danger of dying. It is blind, flat-footed, prone, and can take no actions. When it becomes unconscious it drops whatever it is holding. If the creature heals any HP damage, it wakes up. (If it is healed on its turn, it remains unconscious until the end of its turn.)

A creature that has been unconscious for one minute regains 1 hit point and is staggered.

Any attack that hits an unconscious creature is a critical hit, which likely will inflict a wound or the bleeding condition. Additionally, a creature can spend two actions to perform a **coup de grâce**.

Coup de Grâce (2 actions)
Make a melee or ranged strike against an unconscious target, except the attack target's the creature's Fortitude defense.
Critical Success: The creature dies. It can spend a point of resolve to not die and instead suffer a critical wound.
Success: The creature is critically wounded.
Failure: The creature is seriously wounded.
Critical Failure: The creature is lightly wounded.

Usually a *coup de grâce* will be used to inflict the bleeding condition, which will slowly kill a creature.

Dying

Often a GM can simply handwave that unconscious foes eventually die or can be roused and taken prisoner, depending on the tone of game the group prefers.

Critical Hits

When you score a critical hit and the attack deals damage, choose a critical effect – bleed, daze, dent, or wound. Bludgeoning weapons daze more severely but cannot bleed. Piercing weapons cause bleeding that's harder to stanch. Slashing weapons make it easier to wound a body part of your choice.

Bleed

The target gains the condition Bleeding X, where X is your level. The bleeding lasts until stopped. If you inflicted this condition with a piercing weapon, increase the DCs of checks to end the bleeding by 5.

Daze

The target gains the condition Dazed. At the end of the creature's turn it makes a Wisdom check (DC 5), and if it succeeds this condition ends. If you inflicted this condition with a bludgeoning weapon, increase the Wisdom DC by 5.

Dent

Choose an item the creature is wearing or carrying. It gains a dent.

Wound

Roll 1d6 to determine the wound location. If you inflicted this wound with a slashing weapon, roll twice and pick which of the two you prefer. If a creature has different anatomy, adjust as needed (e.g., for a dragon, leg rolls can represent wings, with a wounded wing preventing flight; for a hydra, any eye, mouth, or arm roll represents a neck instead).

1. Eye
2. Mouth
3. Left arm

4. Right arm
5. Left leg
6. Right leg

Normally, a critical hit causes a **serious wound**, but if the hit reduces the target to 0 HP, it is a **critical wound** instead. When a creature suffers a wound, it can spend a point of Resolve to lower the severity to a **light wound**. (If a critical hit would drop a creature to 0 HP and it spends a point of Resolve, the creature *both* becomes staggered at 1 HP and only suffers a light wound.)

Conditions

Any effect that inflicts a condition will state how long it lasts or under what conditions it can be ended.

Condition List: Bleeding, blinded, burning, concealed, dazed, dazzled, flat-footed, frightened, hidden, immobilized, panicked, paralyzed, poisoned, prone, restrained, sickened, slowed, staggered, unconscious, undetected, wounded.

Bleeding

The bleeding condition always includes a number **X**. A bleeding creature takes X damage at the end of its turn. If the creature is at 0 hit points, it cannot take more damage, so instead at the end of each of its turns, the creature makes a Constitution check (DC 5). If the bleeding was caused by a piercing weapon, increase the DC by 5. At any point the creature can spend a point of resolve to stabilize.

> **Critical Success:** The creature stops bleeding.
> **Success:** The creature keeps bleeding.
> **Failure:** The creature keeps bleeding and takes a cumulative -1 penalty to its Constitution checks.

Critical Failure: The creature dies.

Magical healing cures bleeding if it heals at least as much HP as the attacking creature's level. A conscious character can spend an action and use a hand to cover a wound, which prevents the bleeding for one round. A character with a medicine kit can also try to stop bleeding.

> *Stop Bleeding (2 actions)*
> You use both hands and make a Medicine check (DC 10). If the bleeding was caused by a piercing weapon, increase the DC by 5.
> **Success:** The bleeding stops.
> **Failure:** Prevent the bleeding for one round.
> **Critical Failure:** The bleeding continues.

Blinded

A more severe form of dazzled. Blinded creatures that rely on sight treat all creatures as being hidden.

Burning

A burning creature takes 1d8 fire damage when it gains this condition and at the end of each of its turns. A burning creature can attempt to put out the fire. Submerging itself in water works. A character (the creature or someone else) can also spend two actions to make a Dexterity check (DC 5) to smother the fire. If the burning creature is prone, trying to smother the fire only requires one action.

If a burning creature is already at 0 hit points, at the end of each of its turns it makes a Constitution check (DC 5), similar to if it were bleeding. At any point the creature can spend a point of resolve to stabilize and have the fire burn out.

> **Critical Success:** The creature suffers a light wound, then stabilizes and the burning condition ends.
> **Success:** The creature suffers a serious wound and keeps burning.
> **Failure:** The creature suffers a serious wound and keeps burning and takes a cumulative -1 penalty to its Constitution checks.
> **Critical Failure:** The creature dies. (If the creature spends a point of resolve, it survives and stabilizes and the fire burns out, but the creature suffers a critical wound.)

The above assumes the creature is merely on fire while unconscious. If instead it is completely engulfed in flames, increase the DC to 10. If it's surrounded by an inferno or in lava, increase the DC to 20, and the fire will never burn out, even if the creature spends resolve. The only way to save it is to remove the creature from the fire before they critically fail a check. All the while, horrible burns will be spreading across their body.

Concealed

When targeting a concealed creature with an attack, the attacker must make a flat DC 5 check. Area effects aren't subject to this flat check. If the check fails, the attack doesn't affect the creature.

Dazed

A dazed creature treats all creatures as if they have concealment and is slowed. (They take 1 fewer action on their turn.)

Dazzled

Dazzled creatures that rely on sight treat all creatures as being concealed.

Entangled

Entangled creatures have their speed reduced by 10 feet, to a minimum of 5 feet. Whenever an entangled creature takes an action that requires moving its limbs, it must make a flat DC 5 check or lose that action.

Flat-Footed

Attack rolls against a flat-footed creature's Reflex or Maneuver defense get +2. Often a creature will only be flat-footed against the attacks of a specific foe or against a specific attack.

Frightened

A frightened creature cannot willingly move closer to the source of its fear. It can spend an action to screw up its courage and ignore this condition until the start of its next turn. The condition ends if it damages the target or otherwise causes it harm, when the source of its fear is helpless, or when the creature has gone about ten minutes without being aware of the location of the source of its fear.

Hidden

When targeting a hidden creature with an attack, the attacker must make a flat DC 11 check. Area effects aren't subject to this flat check. If the check fails, the attack doesn't affect the creature.

Creatures are flat-footed against attacks made by hidden creatures.

Immobilized

An immobilized creature cannot move from its space.

Panicked

A panicked creature is frightened. Additionally, at the end of its turn it must use any unspent movement to move away from the source of its fear. The condition ends the same way.

Paralyzed

A paralyzed creature is flat-footed and can take no physical actions.

Poisoned

Each poison has a duration in rounds, and one or more stages of progression. The source of the poison makes a Fortitude attack roll when it first affects a target, and then at the end of the poisoned creature's turn for a number of rounds equal to the duration. A critical success progresses the poison two stages (up to the maximum) and has the effect of that stage. A success progresses one stage, and has the effect of the stage. A failure causes no progress, but has the effect of whatever stage the creature was previously suffering. A critical failure ends the poisoned condition.

A creature with a medicine kit can spend two actions and make a Medicine check to treat the poison. The patient may use the result of the Medicine check in place of their Fortitude against the poison's next attack, if higher.

If a creature is exposed to an additional instance of the same poison, the poison makes one additional Fortitude attack immediately, then extends its duration by however many rounds the poison normally

lasts. Thereafter, the poison still only make one attack at the end of each of the creature's turns, not one for each exposure.

Prone

A prone creature is flat-footed, takes a -2 penalty to attack rolls, and cannot move except to crawl or stand.

Restrained

A restrained creature is flat-footed, immobilized, and can't take any physical actions other than to Escape.

Sickened

A sickened creature takes a -1 penalty to all checks and to all defenses.

Slowed

A slowed creature takes 1 fewer action on its turn.

Staggered

This condition is described in detail above.

Unconscious

This condition is described in detail above.

Undetected

Creatures do not know what space an undetected creature is in, and might not be aware it is present at all. Creatures cannot target undetected creatures with attacks, though they might happen to catch one in an area attack.

A creature that is aware of an undetected creature can guess what space it is in to try to target it. The GM makes a flat DC 11 check (akin to attacking a hidden creature), but the flat check is rolled in secret by the GM, who doesn't reveal whether the attack missed due to failing the flat check, failing the attack roll, or choosing the wrong square.

Creatures are flat-footed against attacks made by undetected creatures.

Wounded

Critical hits can cause wounds, using the rules above. Other narrative effects can cause wounds, at the game master's discretion.

A wound can be **light**, **serious**, or **critical**. Cure spells can heal wounds of the matching severity, but have no effect on more severe wounds.

Light wounds are temporary and go away when the creature rests for ten minutes. Serious wounds take longer; when the creature takes a long rest, it makes a Constitution check (DC 15) to heal the wound. It or an ally can make a Medicine check, and use that check instead of the Constitution check, but only one creature can attempt to use Medicine this way in a given long rest. Critical wounds never heal on their own.

Wound Locations

Eye: The creature is blind for one round when it takes this wound. Thereafter, it takes a -4 penalty to Perception and doubles the range penalties for its ranged attack rolls.

Mouth: The creature cannot speak or use its mouth to bite for one round when it takes this wound. Thereafter, it cannot talk louder than normal speech, it must spend an extra action to cast any spell with a verbal component, and its bite attack (if any) does half damage.

Arm: The creature drops whatever it holds in that hand when it takes this wound. Thereafter, it cannot attack with that limb or use it to manipulate objects. 'Critical' versions of this wound can represent severed limbs.

Leg: The creature falls prone when it takes this wound. Thereafter, it cannot attack with that limb, and whenever it takes damage it must succeed an Acrobatics check (DC = 10 + damage dealt) or fall prone. If it has fewer than four functional legs remaining, its speed is halved. 'Critical' versions of this wound can represent severed limbs.

Sample Characters

Warning: This is still very much a work in progress. General idea for classes is 4 skills from class, 2 background, 1 for humans. One standard feat, one class feat, one skill feat, 1 for humans, 1 for fighters. HP is 10 plus hit die plus Con bonus. Proficiency adds +2 to defenses, skills, and attacks.

Fumbus, Pyromaniac Alchemist

The goblin alchemist crafts chemical concoctions to burn, buff, and bewilder.

Senses Perception +0 (Passive 8), darkvision
Speed 25 ft.
Resolve 3

DEFENSE

Fortitude 13, **Maneuver** 10, **Reflex** 13, **Will** 11
hp 17
DR 2 (leather armor); **Resist** fire 1
Saves basic fortitude, equivalent exchange; light armor, take a licking

OFFENSE

Advanced Alchemy 5/day
Unarmed (1d3+1 B). Melee +3. Agile, finesse, nonlethal.
Dogslicer (1d6+1 S). One hand, melee +5. Agile, backstabber (Can make second attack at different target, at -5. Does 1 extra damage to flat-footed targets.)
Alchemical Item (Alchemy +6). One hand, thrown +5. Range 20 ft.
Attack Abilities mad bomber

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 18, **Wis** 10, **Cha** 12
Skills Alchemy +6, Armory +6, Dungeoneering +6, Intimidation +3, Lore +6, Stealth +5; -2 armor check penalty to Acrobatics, Climb, and Swim checks, as well as to passive Perception
Feats Battle Tinker, Blade Bomber, Pyromaniac
Gear leather armor (light, sneaky), alchemist's component pouch, potion bandolier

Advanced Alchemy. While anyone can learn the basics of slow alchemy in a cauldron or laboratory, you know how to transmute materials with just a moment's effort. You carry common alchemical substances – concentrated humors, aether and phlogiston, witchoil, and the like – in your component pouch. You are assumed to replace, refill, and refine your own components intermittently without any cost. With a touch you can convert inert fluids you carry (typically in a potion bandolier) into all manner of concoctions.

You know four alchemical formulae: alchemist fire, centipede venom vapor, mange mutagen, and tanglefoot bag.

You can learn more formulae, but this rapid form of alchemy requires preparation, and so you can only have four formulae prepared at a time. You typically spend one hour each day replenishing your

supplies and choosing which formulae you want to prepare. If you know a formula for another item, you can spend an extra two actions to create it.

Each day you can quickly use advanced alchemy five times. When you do, as an action you can create any simple alchemical item you have the formula for, as long as you have appropriate ingredients, typically carried in your component pouch. This item remains potent for one minute or until used. You must use a separate action to use the item (usually by throwing it).

Once you go beyond this daily limit, using Advanced Alchemy requires two actions (or four actions for a formula not among your prepared list). When you spend Resolve to recover HP, you also replenish your daily uses of Advanced Alchemy.

You make a normal ranged attack to throw an alchemical item, to determine if you hit on target. Then you often make a second attack roll, using your Alchemy skill (+6).

Alchemist's Fire (fire)

The vial shatters, dispensing a clinging, flammable gel.

Effect: Deal splash damage, then make a Reflex attack roll against each creature in the target area.

Area: One square.

Splash Damage: Everything in the target area and adjacent squares take fire damage equal to your level.

Critical Success: The creature is burning. Increase the DC to smother the fire by 5.

Success: The creature is burning.

Centipede Venom Vapor (gas, poison)

Upon impact, the vial releases a cloud of painful venom.

Effect: Deal splash damage, then make a Fortitude attack roll against each creature in the target area.

Area: One square.

Splash Damage: Everything in the target area and adjacent squares take poison damage equal to your level.

Critical Success: The creature is poisoned for 6 rounds and starts at stage 2.

Success: The creature is poisoned for 6 rounds and starts at stage 1.

Failure: The creature is poisoned for 6 rounds and starts at stage 0.

Critical Failure: The creature is not poisoned.

- **Stage 1** – 1d4 poison damage.
- **Stage 2** – 1d4 poison damage and flat-footed until the end of its next turn.
- **Stage 3** – 1d4 poison damage and flat-footed until the end of its next turn. It takes a -2 penalty to Reflex and to Dexterity-based rolls for one day.

Mange Mutagen (disease)

The mutagen can be either thrown or consumed. If consumed, the drinker immediately sheds mange, affecting each creature within 5 feet. It is immune to its own mange. On later turns, it can spend an action to shed again, but no more than once per round. The mutagen lasts ten minutes.

If thrown, a creature that is struck directly is affected without requiring an Alchemy attack roll. It sheds immediately and at the end of its turn for the next three rounds. It is not immune to its own mange.

When a creature sheds, make a Fortitude attack against each affected creature.

Area: Affected creature's space and each adjacent square.

Critical Success: The creature is blinded and sickened for one round.

Success: The creature is dazzled and sickened for one round.
Failure: No effect.
Critical Failure: The creature is immune to mange from mutagen for one day.

Tanglefoot Bag

The bag unravels and disgorges sticky threads of goo that rapidly harden. Make a Reflex attack against each creature in the target area. A creature entangled by this item can break free of it by dealing damage to the bag equal to 10 + your level.
Area: One square.
Critical Success: The creature is entangled, and if adjacent to a surface, it's immobilized. This lasts for one minute.
Success: The creature is entangled for one round. Repeat the attack at the end of your next turn.

Mad Bomber. Spend an action and one use of Advanced Alchemy. Choose two simple thrown alchemical items you can create. At the start of your next turn, you create a volatile bomb that remains potent for one round.
It functions as a thrown item. Its area is a 15-foot diameter, having the effect of both alchemical items.

Battle Tinker. You can aggressively repair armor during combat. Spend an action and choose armor with a broken aegis that you or an adjacent willing creature is wearing. You inflict one dent in that armor, which reduces the armor's DR by 2, but you also restore the aegis. If you try to use this ability on armor that is already dented, you destroy the armor.

Blade Bomber. When you create a thrown alchemical item using Advanced Alchemy or Mad Bomber, you can infuse it into a weapon or piece of ammunition within reach. The weapon remains infused for up to a minute, or for one round if you used Mad Bomber. You can infuse a weapon someone else is wielding.
The first time that weapon hits a creature or object, the infusion discharges. The weapon deals damage *and* the item has its normal effect. However, the alchemical item has no splash effect.

Pyromaniac. You have resist fire equal to your level and can downgrade all fire attacks against you.
While you are on fire, when you grab a creature you also inflict the burning condition.

Amiri, Barbarian of the Titan Totem

The human barbarian wields an oversized bastard sword, and her rage grants her strength beyond that of any normal warrior.

Senses Perception +3 (Passive 9)
Speed 35 ft.
Resolve 3

DEFENSE

Fortitude 15, **Maneuver** 13, **Reflex** 11, **Will** 10; -1 Man/Ref while raging; -1 Man/Ref while wielding bastard sword
hp 25
DR 3 (hide armor)
Saves basic combat, basic fortitude, you just made me angry; medium armor

OFFENSE

Unarmed (1d4+5 B). Melee +6. Agile, finesse, nonlethal.
Large Bastard Sword (1d8+7 PS). One or two hands, melee +6. Sweep, two-handed (great) (Can make second attack at different target, at -5. Can make Great Strikes if used in two hands.)
Hatchet (1d6+5 P). One hand, melee +6 or thrown +3. Range 10 ft.
Javelin (1d6+5 P). One hand, thrown +3. Range 30 ft.
Attack Abilities rage, titan barbarian

STATISTICS

Str 18, **Dex** 12, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10
Skills Climb +6, Handle Animal +2, Intimidate +2, Martial +2, Perception +3, Survival +3; -4 armor check penalty to Stealth and Swim checks, as well as to passive Perception, -2 penalty to Acrobatics and Climb checks
Features fast movement
Feats Frustrated Press, Giant's Grip, Great Weapon Style, Quick Jump
Gear hide armor (medium, agile)

Frustrated Press. While raging, if you miss with an attack, as a free action you can use the Frighten interaction or the Commit poise against the target you just missed.

Giant's Grip. You can wield weapon meant for Large creatures. Those weapons lose the finesse trait and deal extra damage equal to 1 + your level. While wielding such a weapon you take a -1 penalty to Maneuver and Reflex defense.

Great Weapon Style. When you score a critical hit with a great weapon, you can make a Move maneuver against the target.

You unlock the Great Cleave strike with great weapons.

Great Cleave (Strike)

If wielding a weapon with the Great trait, spend two actions to make two melee attacks against the Reflex defense of two targets. The first target must be within your weapon's reach, and the second can be up to five feet beyond your reach, but must be adjacent to the first target. You don't take a -5 penalty for the second attack. Resolve each attack separately.

Quick Jump. You can leap as a single action, without needing to spend another action to stride first.

Rage: You have the ability to enter a rage which makes you terrifying in battle.

You have a rage track that starts at 0 and can go as high as 5. The first time in an encounter you take damage, add 1 point to your rage track. The first time you're critically hit, add 1 point. The first time someone attacks your Will (such as with the *frighten* or *goad* verbal attacks), add 1 point. Something particularly offensive – such as seeing a loved one struck or a friend slain, might add 1 point, but only once per encounter.

Additionally, at the end of each of your turns, if you attacked, add 1. If you did not attack, subtract 1. If your rage track is 0, you cannot start a rage and any ongoing rage ends.

At track 1, you can enter a rage by spending an action.

At track 2, entering a rage is a free action.

The first time you reach track 3 during an encounter, until your rage ends you gain DR equal to half your level (round up), which stacks with any DR from armor.

And the first time you reach track 5 during an encounter, you gain the ability to upgrade one strike before your rage ends.

You can't voluntarily stop raging, other than by letting your rage track fall to 0. When you enter a rage, you gain temporary Hit Points equal to your level plus your Constitution modifier. While you are raging:

- Add a damage bonus with melee, unarmed, and thrown attacks equal to 1 + half your level (round up).
- Take a -1 penalty to Maneuver and Reflex defense.
- You gain the Savage trait. You cannot take actions that require concentration or calm, but you do not take a penalty on Intimidate checks for lacking a common language.

When your rage ends, you lose any remaining temporary hit points and cannot rage again for 1 minute.

Titan Barbarian. While raging, you count as Large for the purpose of maneuvers.

You can treat objects as large as Medium creatures (including actual Medium creatures you have grabbed) as average improvised weapons, dealing 1d6+5 B damage. If you use a creature you have grabbed as a weapon, the creature takes improvised weapon damage whether the attack hits or misses.

Valeros, Quick-Witted Fighter

The human fighter is no great swordsman, but he knows how to take advantage of an opening, using whatever tool is at hand, be it sword, mug, or foul-tongued insult.

Senses Perception +1 (Passive 9)
Speed 25 ft.
Resolve 3

DEFENSE

Fortitude 14, **Maneuver** 13, **Reflex** 12, **Will** 10; +4 Ref w/heavy shield
hp 22
DR 3 (breastplate armor)
Saves basic combat, basic fortitude, parry-riposte; medium armor

OFFENSE

Unarmed (1d4+4 B). Melee +5. Agile, finesse, nonlethal.
Long Sword (1d8+4 PS). One or two hands, melee +5. Sweep, two-weapon (agile)
Shortsword (1d6+4 PS). One hand, melee +5. Agile, finesse.
Dagger (1d4+4 PS). One hand, melee +5. Agile, backstabber, finesse, thrown 10 ft.
Shortbow (1d6+2 P). One hand, propulsive +4. Range 60 ft.
Attack Abilities martial prowess

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10
Skills Animal Handling +4, Climb +5, Deception +2, Intimidate +2, Martial +3, Swim +5, Trade +3; -4 armor check penalty to Acrobatics, Climb, Stealth, and Swim checks, -2 penalty to passive Perception; while heavy shield is equipped, additional -4 penalty to all that except Perception
Feats Combat Climber, Dirty Fighter, Fast Hands, Rudimentary Repartee, Two-Weapon Style
Gear breastplate armor (medium, good visibility), heavy shield

Martial Prowess. If you spend two actions on Strikes on your turn, you gain a bonus action which can be used for anything other than making a Strike. A character can never have more than one bonus action per turn no matter the source. *(This way a fighter can attack twice, then use his bonus action for a poise, verbal combat, raising a shield, and so on. Feats, such as Rudimentary Repartee below, open up more options for Martial Prowess.)*

Combat Climber. You're not flat-footed while climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb. If you start on solid ground, the first action you spend on your turn climbing, you can upgrade your check.

Dirty Fighter. You gain a +2 bonus on Debilitate attacks. Using the Debilitate action counts toward the two action requirement for Martial Prowess.

Fast Hands. You can draw a weapon as a free action as part of making a strike with it. Also, you can spend an action to sheath any weapons or shields you're wielding and retrieve and attach any readily-available weapons or shields you have available. *(Normally it takes an action to sheath a weapon, and an action to attach a shield.)*

Rudimentary Repartee. Choose two verbal combat techniques (Valeros has chosen Feint and Goad). You gain a +2 bonus to those attacks if you target someone you made a weapon attack against this turn. Additionally, using actions for either of those techniques counts toward the two action requirement for Martial Prowess.

Two-Weapon Style. When you are wielding two weapons, if you succeed or critically succeed with a strike using either weapon, you can instead have the other weapon hit.
You unlock the Two-Weapon Brandish strike.

Two-Weapon Brandish (Strike)

While wielding two weapons, spend two actions to make one basic strike and then use either the Bind or Commit poise. You can choose two creatures that poise applies to. With Commit you must choose a different weapon you're wielding for each creature.

Lyssa, Storm Kineticist

The elf kineticist is adept at evading attacks and
controlling wind and lightning.

Senses Perception +3 (Passive 13), low-light vision
Speed 25 ft.
Resolve 3

DEFENSE

Fortitude 10, **Maneuver** 11, **Reflex** 15, **Will** 16
hp 16
DR 0 (unarmored); **Resist** electricity 3
Saves basic reflex, basic will, move like the wind;
  innate finesse

OFFENSE

Unarmed (1d4+1 B). Melee +5. Agile, finesse,
  nonlethal.
Electric Blast (1d6+5 Lightning). One hand, ranged
  +5. Maximum range 30 ft.
Staff (1d4+1 B). One or two hands, melee +5 (or +2
  if one-handed). Sweep, two-handed (agile,
  finesse, great)
Attack Abilities gather power, storm

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 12, **Wis** 12, **Cha** 18
Skills Acrobatics +5, Animal Handling +6, Occultism
  +3, Perception +3, Seafaring +3, Swim +2
Feats Mobile Gathering, Pressing Style, Slippery
  Mind
Gear pet drakeling

Elemental Kinesis. You have a rudimentary ability to call upon raw elemental forces from the ethereal
  plane, which lets you control wind and storm.
You gain resistance to electricity equal to 3 times your level. At 6th level, this becomes immunity to
  electricity damage.
You can use the action Gather Power.
You gain the electric blast weapon, the enveloping winds and the swirling storm manifestations, and
  four kineticist talents: air's leap, basic aerokinesis, extended range, and kinetic zone.

Gather Power. You can spend an action to draw extra elemental energy to yourself. When you do,
  choose one of your manifestations to surround you – enveloping winds or swirling storm. You
  manifestation is clearly visible and audible. Then, at the start of your next turn you gain one Surge
  Point (SP), which can be used to strengthen some of your powers. Any SP you have gathered go away
  at the end of your turn unless you use Gather Power again on your turn.
If you Gather Power a second time in the same turn, you can choose a second manifestation. Then at
  the start of your next turn you gain a total of two SP instead of one.
At 1st level, you can hold no more than two SP at a time.

When you use a kinetic blast, you can spend any amount of SP. If you spend 1 SP, increase the damage by 1d6. If you spend 2 SP, increase the damage by 3d6.

Electric Blast (Kinetic Blast). You can release small bolts of lightning from your palms. You gain access to a new ranged weapon, which you are proficient with: electric blast. It requires one hand, has a maximum range of 30 feet, and does not need ammo. The attack roll is modified by your Dexterity. The weapon deals 1d6 lightning damage. The damage roll is modified by your Charisma.

Critical hits from an electric blast cannot dent items, but if they inflict the dazed condition, the DC to end that condition is increased by 5.

Enveloping Winds (Manifestation). If you choose this manifestation when you Gather Power, until the end of your next turn downgrade all ranged attack rolls of physical weapons against you, as winds swirl around and deflect them.

Swirling Storm (Manifestation). If you choose this manifestation when you Gather Power, until the end of your next turn you are surrounded by a 5-foot radius of crackling electricity. Whenever a creature starts its turn in the area or enters it, they take lightning damage equal 3 times your level.

Air's Leap (Talent). Add 10 feet to the distance you can jump from a standstill, or 20 feet to your jumping distance with a running start.

You can spend an action to grant yourself or a creature within 30 feet a fly speed equal to their walking speed. If you use this on yourself, it lasts until the end of your turn. If you use it on another creature, it lasts until the end of that creature's turn. If you spend an SP when you use this ability, you can instead grant the fly speed to yourself and up to three other creatures within 30 feet.

Basic Aerokinesis (Talent). By spending an action you can create light breezes that last for an hour or until you use this ability again. The breezes can either affect a static location consisting of up to ten squares, or affect up to ten creatures and move with them for the duration. Either the location or the creatures must be within 60 feet of you when you use this ability.

The breeze is sufficient to provide a +2 bonus to Fortitude defense against hot temperatures, noxious gases, and breath weapons, and to mask scents so they always count as being downwind. If you spend an action to focus on the breeze, you have rudimentary control of any objects light enough to be blown around – moving them anywhere within the area.

Extended Range (Talent). When you spend an action to use a kinetic blast, you can spend a Surge Point to exchange the attack's maximum range for a range increment of the same distance, letting the attack target foes up to five range increments away, with the usual range penalties.

Kinetic Zone (Talent). When you spend an action to use a kinetic blast, instead of the normal attack you can spend a Surge Point to create four zones of kinetic energy, each filling one square, within the attack's range. The zones do not have to be adjacent to each other, though they can be strung together to create a small. The zones last for an hour, or until you use this ability again or dismiss them as a free action.

Whenever a creature enters one of the zones or ends its turn in one, it takes damage as if you had hit it with your kinetic blast.

You can spend Surge Points when you create kinetic zones to increase the damage they deal, just as with a normal kinetic blast. That enhanced damage applies to all attacks the zones make for their duration.

Mobile Gathering. When you Gather Power, you can move at half your speed, rounded down.

Pressing Style. When you move a creature that is within your reach, you can move with the creature a distance equal to how far you moved it, up to a limit of how much your speed is. On your next turn, your speed is reduced by the amount of you moved.
You unlock the Repositioning Attack strike.

Repositioning Attack (Strike)
Spend two actions and make a Move maneuver against a creature. The creature may choose to let you drag or push it as if you had achieved a success, instead of having you roll. After resolving the Move, make basic attack against that creature if it is within your reach. If the creature did not let you automatically succeed your Move, upgrade your attack roll with this attack.

Slippery Mind. Your knowledge of the occult lets you know to resist psychic and spiritual threats. You can spend an action to actively resist mental attacks. If you do, one time before the end of your next turn you can defend against a Will attack against you that succeeds or critically succeeds.

Sample Monsters

The dragon is about as complicated as a PC, but the other monsters are more straightforward.

Green Dragon Wyrmling

Medium Dragon, *Lawful Evil*
Challenge Rating 2

Built like a crocodile with wings that span fifteen feet, this emerald-scaled dragon is young, but hardly naïve. Its preferred tactic is approach in water, hidden, then to open hostilities with its breath weapon. It then uses *vexing vapors* to create a place for it to hide while its breath replenishes.

If forced into melee it bites, tries to trip, then uses *drag under*. Against Amiri it might defend against an attack with its Basic Combat save, then use the Commit poise and swipe a claw, hoping to crit and cast *claw of rust* to destroy her bastard sword. Then it withdraws and stays on the wing, but will descend to take out Lyssa, whose ranged attacks are a threat.

Senses Perception +4 (Passive 14), blindsight 10 ft., darkvision 60 ft.
Speed 25 ft., fly 50 ft., swim 25 ft.
Resolve 1

DEFENSE

Fortitude 13, **Maneuver** 12, **Reflex** 10, **Will** 14
hp 32
DR 3 (dragon hide); **Immune** poison
Saves basic combat, basic fortitude, basic will, medium natural armor

OFFENSE

Bite (1d10+5 BPS plus trip). Melee +5.
Claw (1d4+5 S). Melee +5.
Attack Abilities poison breath weapon, recharge breath, tripping bite, verdigris sorcery

STATISTICS

Str 16, **Dex** 12, **Con** 12, **Int** 14, **Wis** 10, **Cha** 14
Skills Arcana +4, Deception +4, Nature +4, Perception (Expert) +4, Stealth (Expert) +5, Swim +5
Abilities amphibious

Poison Breath Weapon. The dragon can spend two actions to exhale poisonous gas in a 15-foot cone. Its attack bonus is +6. After the dragon uses this ability, it recharges naturally three rounds later, but the creature can use the Recharge Breath action to regain this attack faster if it wants.

> *Green Dragon Vapor (gas, poison)*
>
> The dragon's breath weapon is a deadly mix of vapors that burn the eyes, throat, and lungs while also triggering convulsions, headaches, and lingering nausea. Its effects are comparable to breathing in chlorine gas and strychnine, then swallowing perilous amounts of toxic ergot fungus and botulin.
>
> **Effect:** Every creature in the area takes 2 poison damage. Make a Fortitude attack roll against each creature in the target area.
>
> **Area:** 15-foot cone.
>
> **Critical Success:** The creature is poisoned for 4 rounds and starts at stage 2.
>
> **Success:** The creature is poisoned for 4 rounds and starts at stage 1.

Failure: The creature is poisoned for 4 rounds and starts at stage 0.
Critical Failure: The creature is not poisoned.

- **Stage 1** – 1d6 poison damage and dazzled until the end of its next turn.
- **Stage 2** – 1d6 poison damage and dazzled and entangled until the end of its next turn.
- **Stage 3** – 1d6 poison damage and dazzled and entangled until the end of its next turn. It is sickened for one day.
- **Stage 4** – 1d6 poison damage and blinded and entangled until the end of its next turn. The creature is sickened for one day and suffers a serious wound to a random body part.

Recharge Breath. The dragon can spend an action drawing in a powerful breath, which causes its chest to rumble ominously. At the start of the dragon's next turn, its breath weapon recharges.
It cannot use this ability and make a bite attack on the same turn.

Tripping Bite. When the dragon hits with a bite attack on its turn, it can make a Trip maneuver against that same creature as a free action, using the weapon and same attack bonus.

Verdigris Sorcery. The green dragon knows four spells: claw of rust, cure light wounds, drag under, and vexing vapors. It can cast each spell once, and regains them after taking a ten minute rest. Its spell attack bonus is +4.

Claw of Rust

Cast as a free action when a claw attack hits or critically hits. Choose a metal item worn or carried by the target and add the following effect.
Critical Success: That item suffers two dents. *(For most items, this destroys it.)*
Success: That item suffers one dent. *(The item is broken. Broken weapons deal half damage. Broken armor provides 2 less DR and cannot use their aegis.)*

Cure Light Wounds

One action. The dragon heals itself or a creature within reach. This heals 1d8+4 hit points and removes one light wound from the creature. A creature can only recover one wound of any given severity per day from each variety of cure spell (light, serious, and critical).

Drag Under

One action. Choose a creature within 30 feet that is adjacent to the ground, a wall, or similar object large enough to contain the creature. Make a Maneuver spell attack. If the creature is prone, upgrade the attack.
Critical Success: The creature is drawn into the object and entombed. It is restrained (Escape Maneuver defense 12).
Success: The creature is knocked prone and entangled until the end of its next turn.

Vexing Vapors

Two actions. Create a twenty-foot radius zone of illusory fog that provides concealment to adjacent creatures and total concealment to anything more than five feet through the fog. The fog lasts for ten minutes. As it is illusory, it is not dispersed by wind.

Whenever a creature enters the fog or ends its turn in it, its mind is assaulted by illusions of terrifying shapes moving menacingly and eerie sounds stalking around it. Make a Will spell attack. You are immune to this effect, but allies are not.

Critical Success: The creature is blinded and deafened for one minute, even if it leaves the fog. The illusion clings to the creature's mind, making it appear that it is still in the fog. If the creature takes damage, it breaks free of the illusion, though it remains dazzled and flat-footed until the end of its next turn.

Success: The creature is dazzled and flat-footed until the end of its next turn, even if it leaves the fog.

Failure: The creature still has its vision impeded by the fog.

Critical Failure: The creature is immune to the spell for the rest of its duration. It still has its vision impeded by the fog.

Hydra

Huge Monstrosity, *Neutral*
Challenge Rating 4

The hydra starts with four heads. As long as it has at least one head it will regenerate, so the only way to kill it is to remove its heads and sear the stumps. You remove heads by scoring critical hits and inflicting wounds, which is often accomplished by using the Commit poise.

Senses Perception +2 (Passive 12), darkvision 60 ft., all-around vision
Speed 25 ft., swim 25 ft.

DEFENSE

Fortitude 17, **Maneuver** 10, **Reflex** 11, **Will** 8
hp 70; **Regeneration** 20
DR 5 (monstrous hide)
Saves basic fortitude, heavy natural armor

OFFENSE

Bite (1d12+9 BPS, reach 10 feet). Melee +7.
Pinning Stomp (1d6+9 B plus special) Melee +7. Escape DC 10.
Attack Abilities multiattack, multiheaded, pinning stomp

STATISTICS

Str 20, **Dex** 12, **Con** 20, **Int** 2, **Wis** 10, **Cha** 6
Skills Perception +2*, Swim +7
Abilities hold breath

All-Around Vision. As long as the hydra has at least two heads, it is not flat-footed against creatures flanking it. It gets +1 to its Perception for each head beyond the first, so it starts the encounter with Perception +5 and Passive 15.

Hold Breath. A hydra can hold its breath for an hour.

Multiattack. When the hydra spends an action to attack, it can make one attack for each head at any point during its turn, but no more than two attacks at any given creature.
When it spends an action to take a Poise, it usually chooses Bind or Defend, and can benefit from that poise a number of times equal to the number of heads it has. However, it cannot bind a creature attack or make opportunity attacks against a given creature more than once per round.

Multiheaded. The hydra gets a +1 to its Will defense against effects that charm or frighten for each head beyond the first. Track conditions like Blinded, Dazed, Dazzled, Deafened, and Stunned individually for each head. If the effect that caused it was an area, it probably affects all the heads.
Hydra necks are fairly vulnerable when compared to the rest of the creature. When a critical hit inflicts a Wound on a hydra, on a roll of 1-4 the attack strikes a head or neck, and the effect is enhanced to a critical wound. This kills or severs that head.

Pinning Stomp. The hydra can spend an action to make a special attack, attempting to knock a creature down and hold it in place so its heads can rip the creature apart.
　　Critical Success: The hydra inflicts damage, knocks the creature prone, and grabs it. It is immobilized until the end of the hydra's next turn. This can be escaped as a grapple.

Success: The hydra inflicts damage.
Failure: No effect.
Critical Failure: The target can make a strike against the hydra.

Regeneration. The hydra is immune to bleeding, and at the start of its turn it heals 20 hit points. If it lost any heads since its last turn, nubs of two new heads begin to sprout. Then at the start of its next turn, those heads grow to full size. If it suffered a wound to its legs, they begin to heal at the start of its turn, and then fully heal at the start of its next turn.

A hydra cannot have more than twice its normal number of heads.

If a hydra takes acid or fire damage, its ability to regrow heads and heal legs is suppressed on its next turn, and any body parts currently dead or wounded will not regenerate until it takes a long rest. However, acid or fire damage alone does not stop a hydra's regeneration. The only way to kill it is to remove all its heads, then deal fire damage to it. If it has no heads and has been burned, it dies even if it still has hit points remaining.

When a hydra takes a long rest, any lost heads and other wounds are healed, and typically any surplus heads die and are eaten. If a hydra has consumed certain varieties of magic items or is resting in a magically charged environment, it might retain one extra head permanently. Typically such growth is accompanied by the development of strange magical powers.

Troll

Large Humanoid, *Chaotic Evil*
Challenge Rating 3

A troll's preferred tactic is to claw the biggest threat available, then grapple another weaker creature. If it starts its turn with a creature grappled, it can rend them, potentially ripping a limb off. However, trolls lose limbs pretty easily, so if it only has one arm it will resort to biting. In a pinch, a troll might hurl rocks, tree stumps, a creature it has grabbed, a limb it has ripped off, or even one of its own severed limbs.

Senses Perception -1 (Passive 9), darkvision 60 ft., keen smell
Speed 30 ft.

DEFENSE

Fortitude 17, **Maneuver** 9, **Reflex** 11, **Will** 8
hp 55; **Regeneration** 10
Saves basic fortitude
Weakness gangly limbs

OFFENSE

Claw (1d8+7 S). Melee +7.
Bite (1d4+7 BPS). Melee +7.
Improvised Weapon (1d4+7 B). One or two hands, melee +7 or thrown +3. Range 10 ft. (Two-handed objects have the Great quality and Range 5 ft.)
Maneuver. Melee +7 (+9 for Grapple, Move, and Trip). Escape DC 18.
Attack Abilities makeshift brawler, powerful maneuvers, rend

STATISTICS

Str 18, **Dex** 12, **Con** 20, **Int** 6, **Wis** 8, **Cha** 6
Skills Climb +7

Gangly Limbs. Wounds inflicted against a troll's limbs automatically are critical wounds. If a troll's arm is severed with a slashing weapon, note where it lands.

> *Severed Arm*
> The limb is blind, but on its turn it instinctively crawls in the direction of the nearest creature, then if it is in a non-troll creature's space it attempts to grab that creature, which entangles it. It takes no other actions, and is mindless. If it takes acid or fire damage it dies.
> **Speed** 5 ft., **Fort** 10, **Man** 5, **Ref** 5, **Will** 5
> **Immune** damage except acid or fire
> **Severed Claw Grab** Melee +7, blind. Escape DC 5. On a success, the creature is entangled until the end of the troll's next turn.

Makeshift Brawler. The troll can treat objects as large as Medium creatures (including actual Medium creatures it has grabbed) as average improvised weapons, dealing 1d6+5 B damage. If it uses a creature it has grabbed as a weapon, the creature takes improvised weapon damage whether the attack hits or misses.

Powerful Maneuvers. The troll has expert proficiency in the Grapple, Move, and Trip combat maneuvers, and uses its Strength to modify the Escape DC for its grapples instead of Wisdom.

Rend. A troll can spend two actions to try to rip a limb off a creature it has grabbed. It makes a Fortitude attack, using its Grapple maneuver bonus. It must have both arms to use this ability.

Critical Success: The troll inflicts a critical wound on one of the creature's limbs and deals claw damage and bleed 3. The troll pins the creature. It is immobilized and restrained until the end of the troll's next turn.

Success: The troll inflicts a serious wound on one of the creature's limbs and deals claw damage. The troll continues to keep the creature grabbed. It is immobilized until the end of the troll's next turn.

Failure: The troll inflicts a light wound on one of the creature's limbs and deals claw damage. The troll's grab ends.

Critical Failure: The troll overexerts and rips loose one of its own arms. It takes 7 damage. The troll's grab ends.

Regeneration. The troll is immune to bleeding, and at the start of its turn it heals 10 hit points. If it suffered a wound since its last turn, including losing a limb, the wound begins to heal at the start of its turn, and then fully heals at the start of its next turn.

If a troll takes acid or fire damage, its regeneration does not function on its next turn, and any wounds it has will not regenerate until it takes a long rest. If a troll is at 0 hit points and has taken fire damage since its last turn, it dies.

Wolf

Medium Beast, *Neutral*
Challenge Rating 1

Wolves hunt in packs, sometimes as few as three, but where game is plentiful and large it can be as many as ten. Their preferred tactic is to surround a target and have one or two wolves use the Commit poise, while the rest Defend. Then on the next turn the wolves who committed try to Trip. If a foe attacks one member of the pack, the target uses its Basic Reflex save and scampers to safety, while the rest who are adjacent and used Defend can make an opportunity attack.

Usually they only use their bite attack after the pack has managed to trip a creature. If they manage to grab a creature that is prone, it cannot stand up until it escape the grab since it is immobilized, making it difficult for it to fight back.

If a wolf is alone, it will try to approach by stealth, use the Commit poise, then rush in to bite. If it manages to bite and grab a creature, on following turns it will continue biting and try to Trip the creature.

The best tactic against a pack of wolves is to stay away, using reach or ranged weapons.

Senses Perception +3 (Passive 13), keen smell
Speed 35 ft.

DEFENSE

Fortitude 11, **Maneuver** 11, **Reflex** 14, **Will** 8
hp 19
Saves basic reflex

OFFENSE

Bite (1d4+2 P plus grab). Melee +3.
Attack Abilities grabbing bite

STATISTICS

Str 12, **Dex** 14, **Con** 12, **Int** 4, **Wis** 12, **Cha** 6
Skills Perception +3, Stealth +4

Grabbing Bite. When the wolf hits with a bite attack on its turn, it can make a Grapple maneuver against that same creature as a free action, using the weapon and same attack bonus.

Tentative Mechanic – Verbal Combat

Well-chosen words can give you control over your foes even the sharpest blade cannot. Any character can attempt the following actions during combat. If you fail one of these checks, downgrade any further Verbal Combat attempts you make with that same skill against the same foe for the rest of the encounter.

Unless otherwise noted, if you use one of these tactics against a foe whose language you don't speak, downgrade your check.

Aid Stealth (Deception)

You cause a distraction to help someone hide. Choose an ally (including yourself), then make a Deception check against an enemy's Will defense. If you succeed, your chosen ally becomes merely sensed rather than seen by that enemy. If you critically succeed, your ally upgrades their next Stealth check against that enemy. This effect lasts until the end of your next turn, or until the ally does anything other than Step, Hide, or Sneak.

At the GM's discretion, this action can distract multiple enemies in close proximity and/or aid multiple allies in close proximity. If so, make one check and compare it to each enemy's Will defense.

Disrupt (Deception)

You rattle a foe's composure. Make a Deception check against an enemy's Will defense. If you succeed, that enemy loses the benefit of any Poise, Raise a Shield, or Take Aim actions it has taken in the past turn. If you critically succeed, the target cannot take those actions on its next turn either.

Feint (Deception)

You create an opening for an attack. Choose an ally (or yourself), then make a Deception check against an enemy's Maneuver Defense. If you succeed, that enemy is flat-footed against the next attack by your chosen ally that occurs before the end of your next turn. If you critically succeed, that enemy also cannot use saves against that attack.

Frighten (Intimidation)

Make an Intimidation check against an enemy's Will defense. If you succeed, that enemy gains the frightened condition. On a critical success, they're panicked instead.

Goad (Intimidation)

Make an Intimidation check against an enemy's Will defense. If you succeed, that enemy downgrades the next attack it makes this encounter if it doesn't target you. If you critically succeed, it downgrades every attack that doesn't target you until it succeeds on one of those attacks.

Jape (Performance)

You do something that appears harmless or bewildering, which causes a foe to hesitate. Make a Performance check against an enemy's Will defense. If you succeed, that foe is slowed on its next turn. (It takes one fewer action.) On a critical success, the foe can take no action on its next turn. Any creature that has been attacked in the past round is immune to japes, and if anyone takes hostile action against them, this effect ends.

Undermine (Persuasion)

Make a Persuasion check against an enemy's Will defense. If you succeed, choose and deplete one save you know that enemy has. That enemy cannot take the Focus poise until the end of the encounter or until you become helpless, whichever comes first. You must speak your foe's language.

Understand (Insight)

A foe's own words help you learn how to manipulate them in return. If a creature has used one of the above verbal combat options during this encounter, make an Insight check against that creature's Will defense. If you succeed, you can upgrade your next check when you use any verbal combat action against them.

Planning – Gear

This is behind the scenes stuff for now.

Armor

Armor provides DR against weapon attacks. If you are proficient in the armor you are wearing, you get the associated armor aegis. If you are an Expert in the Armory skill, double the DR of armor you wear. If Master, triple the DR. If Legendary, quadruple.

Armor check penalties apply to Acrobatics, Climb, Stealth, and Swim checks, as well as to passive Perception.

Armor Classes

There are three classes of armor.

Light. DR 2. -2 armor check penalty.

Medium. DR 3. -4 armor check penalty. Your speed is reduced by 10 feet unless you have at least Strength 15.

Heavy. DR 5. -8 armor check penalty. Your speed is reduced by 10 feet unless you have at least Strength 15.

Shields

There are two types of shields. Shields occupy a hand, and impose an armor check penalty, but provide no benefit unless you use the Raise a Shield action. When raised, they provide a bonus to Reflex and let you break their aegis to defend against a Reflex attack. They can also be used as weapons. Their armor check penalty does not apply to passive Perception.

Light Shields. When you use the Raise a Shield action, they provide +2 Reflex. -2 armor check penalty

Heavy Shields. When you use the Raise a Shield action, they provide +4 Reflex. -4 armor check penalty. Requires Strength 15 to raise.

Armor Traits

From the basic armor classes, different styles and materials can alter armor. Every suit of armor has one of the following traits. Some armor is masterwork, and has three of those traits.

Agile. The armor check penalty for Acrobatics and Climb checks is improved by 2.

Buoyant. The armor check penalty for Swim checks is improved by 2.

Good Visibility. The armor check penalty to passive perception is improved by 2.

Sneaky. The armor check penalty for Stealth checks is improved by 2.

Rare Armor

Rare armor can be a fine treasure.

Adamantine Plate. This is heavy armor that provides DR 6, but has a -8 armor check penalty, immobilizes unless you have at least Strength 15, and reduces your speed by 10 feet unless you have at least Strength 19.

Darkwood Buckler. This light shield repairs its broken aegis on its own if left in sunlight and soil for an hour.

Elven Chain. This is medium armor, but only has a -2 armor check penalty and no speed penalty.

Weapons

Weapons of different types encourage different tactics.

Agile. You can make two attacks per turn with this weapon, but both attacks must be against the same target, and you take a -5 penalty with the second.

Backstabber. This weapon does extra damage equal to your level against flat-footed targets.

Backswing. You can make two attacks per turn with this weapon, but only if your first attack with this weapon misses. The second attack can be at the same or a different target. (Backswing does not impose a -5 penalty to the second attack, unlike Agile or Sweep.)

Deadly. On a critical hit, this weapon does extra damage equal to your level.

Finesse. You can use your Dexterity modifier in place of Strength for attack rolls using this weapon, but not damage.

Great. You can spend two actions to make a single attack against a single target that deals double damage.

Load. This lists the number of actions necessary to reload the weapon. Reloading requires two hands, even if the weapon only requires one.

Nonlethal. This weapon cannot cause critical effects. You can take a -4 penalty on your attack roll to ignore this.

Propulsive. You add half your Strength bonus to damage with this weapon.

Ranged. You can attack at distance. You suffer no penalty to attack targets within the first range increment. Beyond that range you take a -2 penalty to your attack roll for every multiple of that distance. Ranged weapons with ammo can make up to two attacks per round at the same or different target, but you still can spend no more than two actions attacking with them.

Reach. This weapon is long and can be used to attack creatures at double your normal reach (which would be 10 ft. instead of 5 ft. for most characters, but 20 ft. instead of 10 ft. if the character is enlarged).

Sweep. You can make two attacks per turn with this weapon, but the attacks must be against different targets, and you take a -5 penalty with the second.

Thrown. You can make ranged attacks with this weapon, using your Dexterity modifier for attack rolls, and Strength modifier for damage.

Two-Handed. The weapon can be used in one or two hands. The weapon has some special trait (listed in parentheses) while used in two hands.

Simple Melee

Weapon	Damage	Hands	Group	Traits
Dagger	1d4 PS	1	Blade	Agile, backstabber, finesse, thrown 10 ft.
Dogslicer	1d6 S	1	Blade	Agile, backstabber, finesse
Great club	1d10 B	2	Club	Great
Light club	1d4 B	1	Club	Finesse, thrown 10 ft.
Light mace	1d6 B	1	Club	Finesse
Longspear	1d8 P	2	Polearm	Deadly, reach
Mace	1d8 B	1	Club	Two-handed (great)
Sap	1d4 B	1	Club	Backstabber, nonlethal
Sickle	1d6 S	1	Blade	Backstabber, finesse
Spear	1d6 P	1	Polearm	Deadly, thrown 20 ft.
Staff	1d4 B	1	Club	Sweep, two-handed (agile, finesse, great)
Unarmed	1d4 B	-	Brawl	Agile, finesse, nonlethal
War club	1d6 B	1	Club	-

Martial Melee

Weapon	Damage	Hands	Group	Traits
Axe	1d8 S	1	Axe	Deadly
Bastard sword	1d8 PS	1	Sword	Sweep, two-handed (great)
Flail	1d8 B	1	Flail	Backswing
Glaive	1d8 S	2	Polearm	Great, reach, sweep
Great axe	1d12 S	2	Axe	Deadly, great
Great pick	1d12 P	2	Pick	Deadly, great
Great sword	1d12 PS	2	Sword	Great, sweep
Halberd	1d10 PS	2	Polearm	Deadly, great, reach
Hatchet	1d6 S	1	Axe	Thrown 10 ft.
Heavy shield bash	1d4 B	1	Shield	-
Heavy shield boss	1d6 B	1	Shield	-
Heavy shield spikes	1d6 P	1	Shield	-
Horsechopper	1d12 PS	2	Polearm	Reach
Katar	1d4 P	1	Blade	Agile, backstabber, deadly
Jousting lance	1d8 B	1	Polearm	Nonlethal, reach

Light flail	1d6 B	1	Flail	Backswing, finesse
Light hammer	1d6 B	1	Hammer	Agile, thrown 20 ft.
Light pick	1d4 P	1	Pick	Agile, deadly
Light shield bash	0 B	1	Shield	-
Light shield boss	1d4 B	1	Shield	-
Light shield spikes	1d4 P	1	Shield	-
Longsword	1d8 PS	1	Sword	Sweep, two-handed (agile)
Maul	1d12 B	2	Hammer	Great
Nunchaku	1d6 B	1	Flail	Agile, finesse, sweep
Pick	1d6 P	1	Pick	Deadly
Rapier	1d8 P	1	Sword	Agile, finesse
Scimitar	1d8 S	1	Sword	Finesse, sweep
Scythe	1d10 S	2	Polearm	Deadly, great
Shortsword	1d6 PS	1	Sword	Agile, finesse
Starknife	1d4 PS	1	Blade	Agile, finesse, thrown 20 ft.
War flail	1d10 B	2	Flail	Backswing, deadly
Warhammer	1d10 B	1	Hammer	Two-handed (great)
Whip	1d4 S	1	Flail	Finesse, nonlethal, reach

Simple Ranged Weapon	Damage	Hands	Group	Traits
Arbalest	1d10 P	2	Crossbow	Load 3, range 120 ft.
Blowgun	1 P	1	Dart	Load 1, nonlethal, range 20 ft.
Crossbow	1d8 P	2	Crossbow	Load 2, range 120 ft.
Dart	1d4 P	1	Dart	Thrown 20 ft.
Hand crossbow	1d6 P	1	Crossbow	Load 1, range 60 ft.
Javelin	1d6 P	1	Dart	Thrown 30 ft.
Sling	1d6 B	1	Sling	Load 1, propulsive, range 50 ft.

Martial Ranged Weapon	Damage	Hands	Group	Traits
Composite Longbow	1d8 P	2	Bow	Deadly, load 1, propulsive, ranged 100 ft.
Composite Shortbow	1d6 P	2	Bow	Deadly, load 1, propulsive, ranged 60 ft.
Longbow	1d8 P	2	Bow	Deadly, load 1, ranged 100 ft.
Shortbow	1d6 P	2	Bow	Deadly, load 1, ranged 60 ft.
Shuriken	1d4 P	1	Dart	Ranged 20 ft., thrown
Slingstaff	1d10 B	2	Sling	Load 1, propulsive, ranged 80 ft.

Skills

I suggest 30 skills. Acrobatics, Alchemy, Animal Handling, Arcana, Armory, Artistry, Climb, Command, Deception, Engineering, Diplomacy, Dungeoneering, Insight, Intimidation, Linguistics, Lore, Martial, Medicine, Nature, Occultism, Perception, Performance, Religion, Seafaring, Society, Stealth, Survival, Swim, Thievery, Trade.

Skills

Brainstorming – Princess Bride stuff

I want some fighting styles might let you thwart different tactics. Bonetti's Defense, Capo Ferro, Thibault, Agrippa. Each style should (at first) take an action to swap into, but later you can do it for free once per turn. They'll provide some static benefit and one or two special maneuvers.

Agrippa is good for rocky terrain, making you less likely to be shoved or tripped, and maybe avoiding a penalty to AC due to balancing, but perhaps with a restriction that you can't move. (In actuality, it's good with a thrusting weapon and bad with something you have to swing, because you can't do as much footwork.)

Capo Ferro then might drive you, so either you move or your opponent gets to upgrade their attack. You'd probably need to make an Intimidate or Deception check, or some sort of Charisma attack against their Will, to represent how you drive them. (Capo Ferro's oeuvre includes single rapier, rapier and dagger/cape/shield, and sword grappling. You want an edged rapier that can cut. He was an advocate for the lunge.)

You can counter that with Thibault, making an attack yourself somehow. Hm. Perhaps it lets you retaliate against someone when they try a maneuver against you that fails – or maybe just attacks that miss (including feints), but that is rough to balance. Or, since Thibault invented the mysterious circle (so you probably ought to be able to move around an opponent and not provoke if you don't move out of reach), perhaps if you'd be forced to move you can choose to sidestep. His grip provides some sort of benefit to attacks (maybe a lessened penalty on the second attack?) but makes you more vulnerable to being disarmed.

Bonetti's Defense should somehow involve movement and terrain, letting you withdraw if there's cover near you, perhaps?

Carranza is a philosopher duelist. What does that entail? Some sort or Int- or Wis-rewarding style. It's the Philosophy of Arms, so maybe you're good at swapping weapons for the moment, or using tools other than weapons, like alchemicals. Ah, he was a founder of Destreza, which is all about lines of attack, keeping range, binds, and sidesteps. It's good if you have the high ground, and weak against opponents who have the high ground. And a special maneuver where you move 10 feet and disarm at some point along the movement, not provoking from the person you attack.

McBane is a style of pretty straightforward chopping, rejecting stabs, but with dirty tricks (both to use and defend against).